

REMARKS

In the Office Action the Examiner rejected claims 3-7 and 9. These claims have been canceled.

The Examiner indicated that claims 8 and 10 were objected to as being dependent upon a rejected base claim and indicated that these claims would be allowable if rewritten in independent form including all the limitations of the base claim and any intervening claims.

Claim 8 has been rewritten in independent form to include all the limitations of its base claim 3. Note in the rewriting of claim 8 in independent form the redundant and second recitation of “said shift and display means for shifting and displaying various kinds of symbol marks” found in both claim 3 and claim 8 has been eliminated.

New claims 11-13 are dependent upon claim 8 and new claims 14-16 are dependent upon claim 10 and these claims should be found allowable for the same reasons that their base claims have been found to be allowable. New claims 11 and 14 are directed to features recited in claim 6, now canceled, new claims 12 and 15 are directed to the features recited in claim 7, now canceled, and new claims 13 and 16 are directed to the limitations recited in claim 9, now canceled.

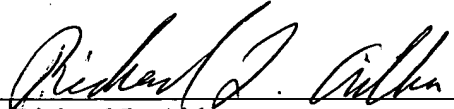
Attached hereto is a marked-up version of the changes made to the claims by the current amendment. The attachment is captioned “Version with markings to show changes made.”

In view of the foregoing, it is respectfully submitted that this application is now in condition for allowance and favorable reconsideration thereof is earnestly solicited.

Respectfully submitted,

Date:

Jan 2, 2003

A handwritten signature in dark ink, appearing to read "Richard L. Aitken", written over a horizontal line.

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VERSION WITH MARKINGS TO SHOW CHANGES MADE

In the Claims:

Please amend claims 8 and 10 as follows:

8. (Amended) A game machine ~~as set forth in claim 3~~ further comprising:

shift and display means for shifting and displaying various kinds of symbol marks;
said shift and display means is partly constituted by a plurality of observation windows, and
having prize winning lines formed thereon; and shift and display stop means allowing the
game player to selectively stop and display said symbol marks shifted and displayed by said
shift and display means,

in which a predetermined set of symbol marks stopped and displayed on one of said
prize winning lines cause a wining prize to be awarded to a game player, said predetermined
set of symbol marks including a plurality of symbol marks neighboring to each other to form
a specified symbol mark having a diameter approximately equal to the lateral width of said
observation windows,

a random number generator for generating random numbers divided into a plurality
of random number segments; a random number sampler for sampling a random number from
the random numbers generated by said random number generator; storage means for storing
table data having a plurality of predetermined reference values defining said random number
segments;

winning state determining means for determining a winning state on the basis of the
sampled random number using said reference values of said table data;

stop control means for controlling the stop of said shift and display means to have a
set of symbol marks stopped and displayed on the basis of the winning state determined by

said winning state determining means, and

stop control interruption means for interrupting said stop control means for a predetermined period.

10. (Amended) A game machine ~~as set forth in claim 4, in which~~, comprising: shift and display means for shifting and displaying various kinds of symbol marks; a random number generator for generating random numbers divided into a plurality of random number segments; a random number sampler for sampling a random number from the random numbers generated by said random number generator; storage means for storing table data having a plurality of predetermined reference values defining said random number segments; winning state determining means for determining a winning state on the basis of the sampled random number using said reference values of said table data; stop control means for controlling the stop of said shift and display means to have a set of symbol marks stopped and displayed on the basis of the winning state determined by said winning state determining means,

in which said winning states include small, medium and big prize winning states,

said table data includes one or more random number segments respectively corresponding to one or more small prize groups each constituted by a plurality of small prize winning states,

said winning state determining means is operative to determine a plurality of small prize winning states associated with one of said random number segments corresponding to said sampled random number in one game, thereby making it possible for said small prize winning states to be requested in one game unless said big prize winning state or said medium

prize winning state is requested, and

said stop control means is operative to control said shift and display means to have a set of symbol marks including a specified symbol mark representative of said small prize winning states stopped and displayed on one of said prize winning lines of said shift and display means when said plurality of small prize winning states are requested,

said storage means is operative to store table data having a plurality of predetermined reference values defining said random number segments specific to a game condition,

said plurality of small prize winning states to be requested in one game are changed in accordance with said game condition.

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